

OMAHA

BATTLE FOR THE BEACH



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Designed and developed by [Mark H. Walker](#)

Omaha: The Battle for the Beach depicts the fighting for Omaha Beach and the Normandy countryside behind it on June 6th, 1944. The player controls —by moving markers across the map and combating enemy units— the American and German formations that fought in the battle.

General Concepts

The map covers a two-kilometer section of beach and the land behind it, including Charlie, Dog Green, Dog White, and Dog Red beaches. The counters represent infantry platoons (40-60 men), machinegun sections (4-7 men 2 machineguns), tank platoons (4 tanks), and gun batteries (4-6 guns). Each turn represents fifteen minutes to one hour.

Action Cards

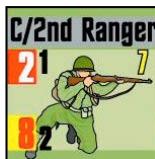
Action cards determine the results of combat and random events within the game, such as allied air support, or an early appearance of German armor. Always draw the top card from the deck and discard it into a discard pile. When there are no action cards left in the draw pile, reshuffle them, flip them face down, and start over. You may roll a six-sided die instead of drawing an Action Card whenever resolving disruption removal, fire combat, or Close Assaults.

Stacking

Up to two counters may stack in a hex. Stacking limitations apply at all times. Fortifications, Fired, Disrupted, and engineer units do not count against stacking, although only one fortification may be placed in a hex.



Unit Types



Infantry: Includes the troops who primarily walked to battle and fought with rifles, sub-machineguns, and light machineguns. Also includes Engineer Assault Teams (AT), and counters for heavy machinegun teams that were normally assigned from a company's heavy weapon platoon. Infantry and Engineer Assault Teams are designated by a soldier's picture on the counter; a team of men firing the weapon depicts heavy machineguns. Infantry are considered **soft** targets.



Gun Batteries: Wide variety of weapons including the German 88, other significant large caliber guns, and 81mm mortars. Designated by a picture of the gun on the counter. Gun batteries are considered soft targets.



Armor: Tanks and such. Designated by a picture of a tank on the counter. Armor is considered a hard target.

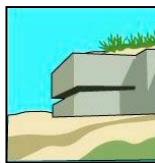


Support Units: Armor, Engineer Assault Teams, and gun batteries are considered support units.

Unit Color/Company Designation

American units are green. German units are blue-gray. Units that belong to the same company have the same color stripe across the counter top.

Setting up the Game



Set up the game as follows: All German units (i.e. counters) **except** the 916th AT company and 2/916th company may be set up in any, non-ocean

hex. Eight fortifications (the counter with a bunker picture) are placed (one in each hex) in the following hexes: K1, J5, J7, J9, J10, J14, J16, and J18. The three units of the 916th AT enter by special Action Card event at either A6, A10, A13, the four units of the 2/916th enter anywhere on hex row A on turn 5.

Americans set up after the German. The following units are placed in any part ocean/beach hex (for example, L3) adjacent to a beach hex (unless designated otherwise, complete the company is placed): B/116, F/116, 5th Ranger, all Engineer AT (Assault Teams), A/743, and B/743. No more than one unit may be set up in a hex (Engineer AT do NOT count against this one unit limitation). Non-armor American units may not move or fire on the turn that they are placed on their ocean/beach hex. Armor units may not move, but may fire on the first turn. On turn three the following units are placed in any part ocean/beach hex adjacent to a beach hex after the American's disruption Removal Phase: A/116, C/2nd Ranger, C/743. They have the limitations outlined above. If there are no valid entry hexes for the reinforcements (i.e. no part ocean/beach hex), the reinforcements must wait until the following turn. The 101st Airborne unit enters by special Action Card event on hex row A (not N, as the card says).

Outline of Play

American Player Turn

- **Draw an Action Card:** Draw an action card and follow the directions, if applicable.
- **Disruption Removal Phase:** Draw an Action Card for **each** disrupted American unit. If the number drawn is four or less (five or less for the Rangers and Airborne unit), remove the Disruption marker. Remove Fired markers from American units.

- **Fire Phase:** American units may fire at units within range as per the rules on ranged fire. Mark units that fire with a Fired marker.
- **Movement Phase:** American units that did not fire may move. German units may conduct Opportunity Fire against moving American units. Mark German units that fire with a Fired marker.
- **Close Assault Phase:** American units that are not marked with a Fired marker may Close Assault adjacent units.

German Player Turn

- **Disruption Removal Phase:** Draw an Action Card for **each** disrupted German unit. If the number drawn is **three** or less (four or less for the 916AT), remove the Disruption marker. Remove Fired markers from German units.
- **Fire Phase:** German units may fire at units within range as per the rules on ranged fire. Mark units that fire with a Fired marker.
- **Movement Phase:** German units that did not fire may move. American units may conduct Opportunity Fire against moving German units. Mark American units that fire with a Fired marker.
- **Close Assault Phase:** German units that are not marked with a Fired marker may Close Assault adjacent units.

Movement

A unit's movement factor (MF) is an abstraction of the unit's speed. In each turn units may move up to, but not exceed, their movement factor.

Infantry units have a movement factor of 3, tank platoons have a movement factor of 8, and gun batteries have no movement factor, they may not move.

In the American movement phase the American player may move all, some, or none of his non-fired units. In the two-player game, the German player

may move all, some or none of his non-fired units during the German movement phase. During the solitaire game, the German player's movement is restricted as explained later. Units that begin the movement phase stacked together may move together and split off units at any time. But units that begin the Movement Phase together, and move to the same hex, must move together. Units are moved to adjacent hexes, paying the movement factor cost to enter the hex or cross the hexside as shown on the Terrain Effects Chart (TEC). Units may not enter an enemy occupied hex (a hex with enemy units in it).

Fire Combat



Fire combat occurs in both the Fire and Movement Phase. In the Fire Phase all units not marked with a Fire marker, with a Line of Sight (LOS) to an enemy unit, and within range of the unit, may attack it (as excepted by rules below). In the Movement Phase, units that move within the LOS and range of non-fired enemy units may be fired on by the unit, this is called Opportunity Fire, and is covered in detail in the section on Opportunity Fire.

Units may only attack once per turn, but an enemy unit may be attacked as many times as the attacker wishes (with different units). Units belonging to the same company that are either stacked together or in adjacent hexes may combine their firepower. Support units may combine their firepower with units they are stacked with.

You may always fire at adjacent units, but may fire not at enemy units if a woods, village, or more than two farmland hexes are between the attacker's hex and target's hex. Nor may you fire on an enemy unit if a crest hex side, which is not adjacent to either the attacker or the defender,

lies between the attacker and target hex. Determine if a hex blocks fire by stretching a thread from the center of the attacker's hex to the center of the defender's hex. If the thread passes through blocking hex or hexes the fire is blocked. If the thread passes exactly down the side of a blocking hex, such as a village hex, the fire is not blocked.

Units are never required to fire. Units in the same hex, firing at the same target, must combine their firepower. Note, however, that hard and soft targets are considered different targets. Mark units that fire with a Fired marker.

To resolve combat the attacker must first designate whether he wishes to attack the hard (Armor) or soft (Infantry and Gun Batteries) targets in the hex (Exception —NGFS firing separate of other units). You may not fire on both in the same attack. To attack the soft targets add the high explosive firepower of the attacking units, consult the appropriate column on the Fire Result Table (FRT), modify the column as dictated by the Terrain Effect Chart (TEC), and draw an action chit.

To attack the hard targets add the armor piercing firepower of the attacking units, subtract the armor rating of the target, consult the appropriate column on the Fire Result Table (FRT), modify the column as dictated by the Terrain Effect Chart (TEC), and draw an Action Card. The possible results for both types of attacks are:



Disrupted: All units in the target hex are disrupted. Place a disrupted marker on them. Disrupted units may not move, fire, or initiate a Close Assault (although they may defend). A disrupted unit that it receives another Disrupted result (not a disruption as

the result of a step loss) loses a step instead.

Loss (1,2,3): All units are disrupted. Additionally, the defending units lose the total amount of steps (defender's choice). A unit is flipped to indicate the first step lost, and removed when it loses another step. All units must lose one step before any unit loses two.

NE: No effect. Nothing happens.

Opportunity Fire

Opportunity Fire is a form of fire combat that occurs in the Movement Phase. If an enemy unit moves within the line of sight and range of an unfired unit or stack or units, those units may attack the moving units after it enters a new hex by following the rules for fire combat stated above. The moving unit/s may only be attacked once per hex that it enters. Units receiving a disrupted or loss result must stop moving. Mark units that Opportunity Fire with a Fired marker. If firing on a hex that contains both moving and non-moving targets, the fire affects only the moving targets.

Close Assault

Unfired units may close assault adjacent units in the Close Assault Phase. All units in the same company, and support units stacked with them, may attack the target unit. Add the close assault firepower of all attacking units and compare the attacking total to the close assault firepower of the units in the target hex. Express the result as an odds —attacking combat factors versus defending combat factors. For example, 8 attacking combat factors versus 4 defending factors would be 2-1 odds. Fractions are dropped. So, 10 attacking combat factors versus 4 defending combat factors would still be 2-1 odds, but 12 attacking factors versus 4 defending is

3-1 odds. This odds ratio corresponds to a column on the Close Assault Table (CAT). Modify the column as per the TEC. Draw the top action card and consult the CRT. The possible results are:

DR: All defending units lose one step and retreat one hex. Defending units may not retreat adjacent to an undisrupted enemy unit. If forced to do so, they are eliminated instead. If defending units may not retreat due to terrain restrictions (for example, crest hex sides), they are eliminated instead. The attacking units may occupy the hex.

DElim: All defending units are eliminated. The attacking units may occupy the hex.

AR: All attacking units lose one step and retreat one hex. Attacking units may not retreat adjacent to an undisrupted enemy unit. If forced to do so, they are eliminated instead. If attacking units may not retreat due to terrain restrictions (for example, crest hex sides), they are eliminated instead.

AElm: All attacking units are eliminated.

NE: No effect. Nothing happens.

Non-Ranger units may not Close Assault across crest hex sides.

Special Units and Capabilities

Engineers: Engineers do not count against stacking limitations. Units moving with or moving over engineers in beach hexes treat the hexes like clear terrain.



Rangers: Rangers are the only units that may cross —



and Close Assault across—crest hex sides. Refer to the TEC.

Sherman DD Tanks:

American armor represents the DD (Duplex Drive) amphibious Shermans.



These tanks may fire in the Fire Phase after their initial placement next to the beach. This represents their ability to drop their skirts and fire while still in several feet of water.

Mortars: Mortars may fire on any unit within their range as long as they **or any other** German unit has a LOS to the target.



Naval Gunfire Support (NGFS): The U.S. Navy's destroyers steamed close to the beach providing direct fire support to the soldiers. Once the Americans moved inland the destroyers and cruisers continued to support them with indirect fire. To simulate this, add 24 high explosive firepower factors, in packets of 6 firepower factors, to American attacks during the American Fire Phase. You may add 6 factors to four attacks, 12 factors to two attacks, or any other combination, as long as the factors are used in 6 firepower packets.

The NGFS factors **do not** need to be used in concert with attacks from your ground units. You may use them separately as bombardment factors. When employed as bombardment factors, NGFS **may** attack the German armor of the 916th AT. Resolve the attack as a high explosive attack, but consider all "Loss" results to be Disrupted instead. For example, if 12 NGFS factors attack two platoons of the 916 AT, and draw or roll a "1". The tank destroyers are Disrupted. When attacking in such a manner the NGFA **may** attack both hard and soft targets in the hex. The soft targets are affected as indicated on the FRT.

Solitaire Game

In the solitaire game the player controls the American forces. The American forces move freely. The American player sets up the German forces as per the set up instructions discussed earlier. Placing the forces in the best possible positions to counter an attack anywhere along the beach. Once placed, German forces may not move unless instructed to do so by an Action Card. The American players will move German reinforcements to best counter an American attack.

In the German Fire Phase each hex of eligible German forces will fire at the nearest American unit that is within range. Germans will not fire on American units in excess of their counter's printed range, but within its extended range (see FRT). If the line of fire, range, and adjacency requirements are met, the Germans will fire every unit—and supporting units stacked with them—of a company together. If two American targets are equidistant from German forces the German forces will fire on the hex containing the most HE firepower factors of American forces. German forces will Close Assault adjacent American forces only if the German forces can amass 3-1 odds. German forces will not advance after

Close Assault except to gain control of a victory hex.



Note: Obviously, these are not all-inclusive solitaire rules. Use them—and your common sense—as guidelines to dictate the German's play, or just play the two-player game, playing each side to the best of your ability.

Two Player Game

One player controls each side without restriction.

Winning

There are six, starred victory hexes on the map: H5, H17, J11, F6, F8, and A7. The number of victory hexes the American controls determines the game's outcome. To control a hex you must have a unit in the hex or have been the last side to pass a unit through the hex. If the American controls six hexes the game is a significant American victory, if he controls four or five hexes a minor victory, three hexes is a draw, less than three is a German victory. The game lasts 10 turns. If you feel the Allies' challenge is too great, lengthen the game to 11 turns.



Bonus Scenario: Counterattack on Vierville



On the morning of June 7th, 1944, a German counterattack forced a company of American infantry and engineers out of the Château de Vaumicel and back to Vierville. Historically the attack then stalled. This scenario explores what might have happened had the attack had a bit more punch. It's an intriguing battle that lets gamers use the **Omaha** system in a slightly more fluid environment.

Germans: Enter as directed below.

- ✓ **All elements of the 1/916 (1/1/916, 2/1/916, 3/1/916, 1/916 HVY):**
Enter on or within one hex of A11 on turn one.
- ✓ **All elements of the 1/916th AT (1/916th AT, 2/916th AT, 3/916th AT):**
Enter on or within one hex of A1 on turn one.
- ✓ **All elements of the 1/916 (1/1/916, 2/1/916, 3/1/916, 1/916 HVY):**
Enter on or within one hex of A2 on turn one.

Americans: Set up first as directed below:

- ✓ **2/B/116, 3/B/116, Engineer Platoon:** Within one hex of B7.
- ✓ **1/B/116, B/116 HVY:** On or within one hex of D4.
- ✓ **C/5th Rangers, 2/A/743, 3/A/743:** On or within one hex of F7.

Victory Conditions

Control of the following starred hexes —F6, F8, and A7, are worth 2 victory points. Control of H5 is worth 3 victory points. To control a hex, a side must have a unit in the hex or have been the last side to pass a unit through the hex. The side with the most victory points at the scenario's conclusion wins.

Special Rules

1. Farmland terrain only costs infantry one movement point in this scenario. It still costs armor two movement points.
2. The 81mm mortar has a movement point allowance of one.
3. Remove the Quick Reaction, German Panzers, and Lost Paratroops Action Cards from the deck. They are not used in this scenario.

Fire Results Table

Firepower	3	6	12	18	24	36	48
Action Chit							
1	Disrupted	Disrupted	Loss 1	Loss 2	Loss 2	Loss 3	Loss 3
2	NE	Disrupted	Disrupted	Loss 1	Loss 1	Loss 2	Loss 3
3	NE	NE	Disrupted	Disrupted	Disrupted	Loss 1	Loss 2
4	NE	NE	NE	Disrupted	Disrupted	Disrupted	Loss 1
5	NE	NE	NE	NE	Disrupted	Disrupted	Disrupted
6	NE						

- ❖ Combat factors greater than 48 use the 48 column.
- ❖ If, due to terrain or armor modification, the Firepower Factors column would be shifted left of the "3" column you may not attack. Less than 3 Firepower Factors may not attack, unless Opportunity or adjacency adjustments would move the FRT column to "3" or more.
- ❖ Units may attack at up to twice their printed range, but halve their firepower factors when doing so. For example a unit with a printed range of 4 may attack a target 8 hexes away, but would halve its firepower when doing so.
- ❖ Shift the final column one right (i.e. shift "6" to "12") if ANY of the attacking units are adjacent to the defending units.
- ❖ Shift the final column one right for any Opportunity Fire attacks.
- ❖ Column shifts per the TEC.
- ❖ All column shifts are cumulative.

Close Assault Table

Action Chit	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	DR	DR	DR	DElim	DElim	DElim	DElim
2	AR	AR	DR	DR	DElim	DElim	DElim
3	AElim	AElim	AR	DR	DR	DR	DElim
4	AElim	NE	AR	AR	DR	DR	DR
5	NE	NE	NE	NE	AR	NE	DR
6	NE	NE	NE	NE	NE	NE	NE

- ❖ Attacks at less than 1-2 are not allowed.
- ❖ Attacks at greater than 6-1 resolve on the 6-1 column.
- ❖ If attackers include infantry and defenders are armor without any infantry, shift the column right one.
- ❖ Shift the column right two (1-1 becomes 3-1) if ANY of the defenders are disrupted.
- ❖ Column shifts per the TEC.
- ❖ All column shifts are cumulative.

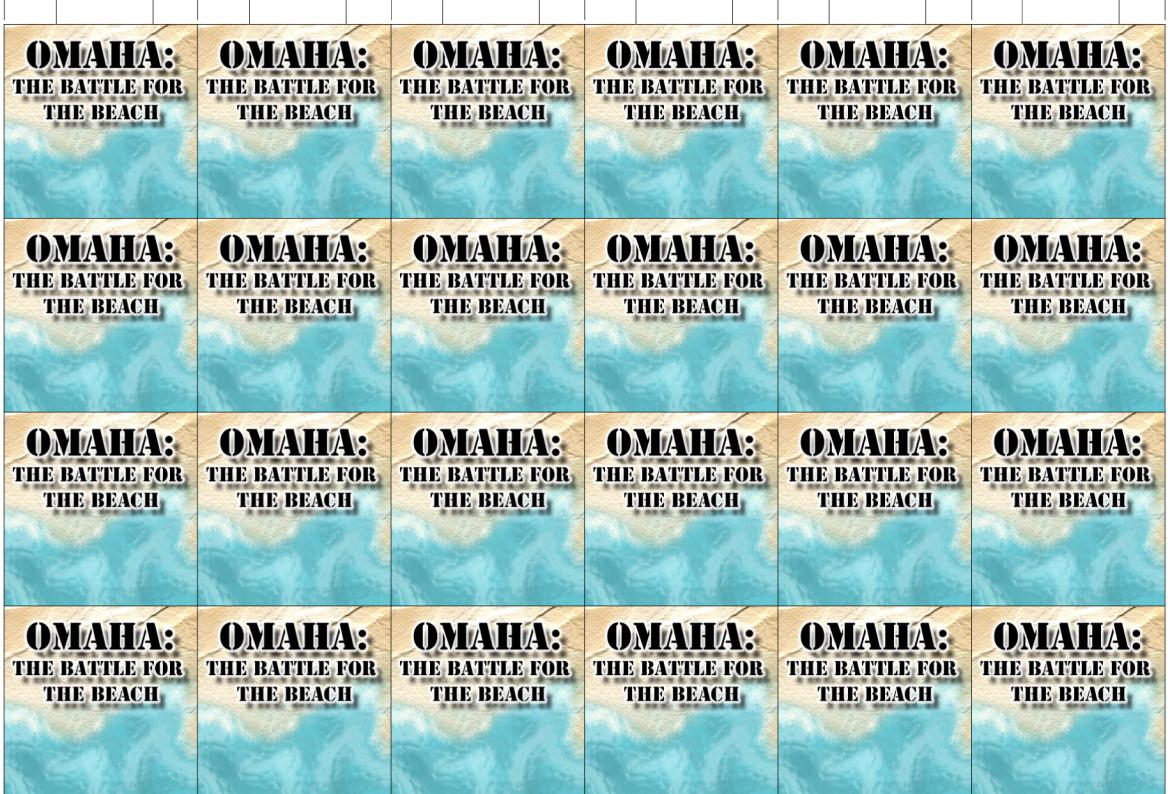
Terrain Effects Chart

Terrain/Example	Movement Cost	Column Shift to Left (FRT and CAT)
Woods/E8	3	1
Road/H1	1 Regardless of other terrain in hex when entered from another road hex, otherwise cost of terrain in hex.	None
Farmland/E10, D9, B17 (various colors)	2	1
Open/H3	1	None
Town/F6	2	1
Fortification	As Per Other Terrain in Hex	1
Crest Hexside/K1-K2	Only Rangers may cross. +1 to do so.	1 if attacked across crest by any attackers
Beach/K4	2	None

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OMAHA: THE BATTLE FOR THE BEACH Disrupted Disrupted Disrupted

No event	No event	No event	No event	No event	No event	No event
No event	No event	No event	No event	No event	No event	No event
No event	No event	No event	No event	No event	All units of the 916th RT enter this turn	All units of the 916th RT enter this turn
No event	No event	No event	No event	No event	German Panzers!!	German Panzers!!
All units of the 916th RT enter this turn	All units of the 916th RT enter this turn	Germans get +6 HE Firepower on any one attack this turn	Germans get +6 HE Firepower on any one attack this turn	The Germans 2/916-inPantry enters two turns early	The Germans 2/916-inPantry enters two turns early	Quick Reaction
German Panzers!!	German Panzers!!	4 German Air Power	4 German Air Power	5 Quick Reaction	5 Quick Reaction	
Allies get +6 HE Firepower on any one attack this turn	Allies get +6 HE Firepower on any one attack this turn	Allies get +6 HE Firepower on any one attack this turn	Allies get +6 HE Firepower on any one attack this turn	Place the 101st RB unit anywhere on row II	Place the 101st RB unit anywhere on row II	
Allied Air Power	Allied Air Power	Allied Air Power	Allied Air Power	Lost Paratroops!!	Lost Paratroops!!	

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